ReBoot™ STYLE GUIDE

ReBoot ™

The ReBoot™
User Guide

This User Guide contains critical information about installing your ReBoot™ licensing Programme. It also provides a fascinating overview of the 3-dimensional world of Mainframe, and tutorials designed to get you up and running in no time.

The ReBoot Style Guide is the most comprehensive and useful source of answers to your ReBoot questions and directional guidelines for the creation of all officially licensed products and packaging, as well as your merchandising, media and promotional purposes.

Inside, you will find the latest data and graphics on the ReBoot story, the ReBoot animated series, each character and its approved renderings, graphic designs, quality control procedures, copyright and trademark usage, and approval procedures.

We encourage you to develop unique product design concepts, but all character renderings must be either reproduced from Style Guide artwork, or specifically developed in co-ordination with the ReBoot team and your Local Licensing Agent (LLA).

TRADEMARKS AND COPYRIGHTS

The ReBoot team considers the protection of the ReBoot characters and related visual elements to be of great importance. Trademarks and copyrights are conscientiously monitored. To aid you in your correct usage, here are some general guidelines:

All likenesses, names, sayings and renditions of ReBoot characters, and related visual elements are protected under copyright and their use must be approved by the ReBoot team and your LLA.

The copyright notice:

© 199– Mainframe Joint Venture.

must be included on all finished products, packaging, advertising and promotional materials.

When a character appears multiple times on products, packaging, or advertising, only one copyright notice is needed.

QUALITY CONTROL

The ReBoot team are dedicated to the highest standards of quality and believe the program's long-term success is dependent on meeting those standards. To ensure that ReBoot products achieve the most appeal and interest possible, careful control of the design and use of our characters will be exercised.

All use of the ReBoot characters' likenesses, names or sayings must be approved by the ReBoot team and your LLA prior to the production and sale of any product designed by licensees. All packaging, advertising, in-store promotions, catalogues, brochures, etc. using ReBoot characters must receive written approval by the ReBoot team and your LLA before production and distribution.

The ReBoot team and your LLA must be notified in advance about notices used. Please submit the appropriate rendition of all copyrights and trademark notices to your

LLA for approval. Licensees must not assume approval is given unless specifically notified in writing.

APPROVAL PROCEDURES

Each product submission received will be given immediate and complete attention. Please allow ten (10) business days for the approval process in your schedule for each submission. Requests for short turn-arounds will be evaluated on an "as need" basis.

Product and packaging designs must be submitted to your LLA at each of the following stages:

1. Rough sketch or concept layout
2. Accurate lineart
3. Finished artwork or final proofs
4. Pre-production samples or strike-offs
5. Finished products or packaged samples.

INTERNATIONAL

This Style Guide, and specifically the legal guidelines on trademark notices, were prepared based on the law of the United States of America. In most instances, the same provisions apply to licensed merchandise outside of the United States.

In other instances, due to the variations and interpretations in law, subtleties of the market place, translations, local registrations and other nuances unique to a given territory, the guidelines for the United States may be inappropriate or require refinement. In such cases your local licensing agent in each territory will provide specific instructions for proper use which will be outlined in your contractual agreement.

MAINFRAME

① ② ③ ④ ⑤ ⑥ ⑦ ⑧

Hi, it's me, Enzo, at your service. Thanks for cruising that information superhighway and accessing us here at ReBoot™.

Just because I'm one of the stars of the show doesn't mean I'm bragging when I say the ReBoot animated series is the most turbo-charged mega-binary program ever seen on video monitors.

Every other show's going to need to ship an upgrade when they see our ground-breaking computer generated imagery (CGI). ReBoot's accessing computer animation technology that's never been used before for any series.

But, hey, let me introduce you to the guys who really have their fingers on the button – Team ReBoot.

Ian Pearson, Gavin Blair and Phil Mitchell are three members of The Hub, the cool dudes who created ReBoot, and they supervise every gigabyte of the show's production in Vancouver. The Hub interface with their in-house support staff and ReBoot's licensing agents to make sure that your ReBoot products look every bit as awesome as the show does.

We've got the most spectacular 3-D sets and we show our multi-dimensional city of the future from all angles.

The hottest computer games are brought to life in every episode, and we risk our lives playing them. And our battle with the evil Megabyte virus is the kind of conflict every kid wants to download.

So – welcome to our world – the world inside Mainframe City.

Hey, to you, its function is PC – you know, Personal Computer – but in my expanded memory, inside this CPU is an entire parallel universe.

Scope out our multi-level cyberspace city of the future. Is this place high density or what?

Me, my sister Dot, my pal Bob, and all the other computer Sprites, live, work, and play here. Mostly it's a mega-binary place to file serve, and a totally alphanumeric adventure we get to execute.

But the fragmentation of our existence are a couple of nasty virus types known as Megabyte and Hexadecimal. Talk about off-line artificial Intelligence, these two would delete the whole system and all of us with it, if we let them.

Of course, lots of the other sprites think the Games are just as big a threat, but I think they're macro! They can happen anytime and anywhere, and when they do you better be ready to ReBoot, or run your escape sequence.

When a Game begins, it can take over entire sectors of the city of Mainframe. We never know what's downloaded and processed. So when we face an incoming Game, we hit the ReBoot icon, and in a nanosecond we activate Game files to battle assorted Users and enemies.

Is this place high density or what? There's nothing basic about it.

So get with the program! It's WYSIWYG (what you see is what you get), and what you see will blow your motherboard.
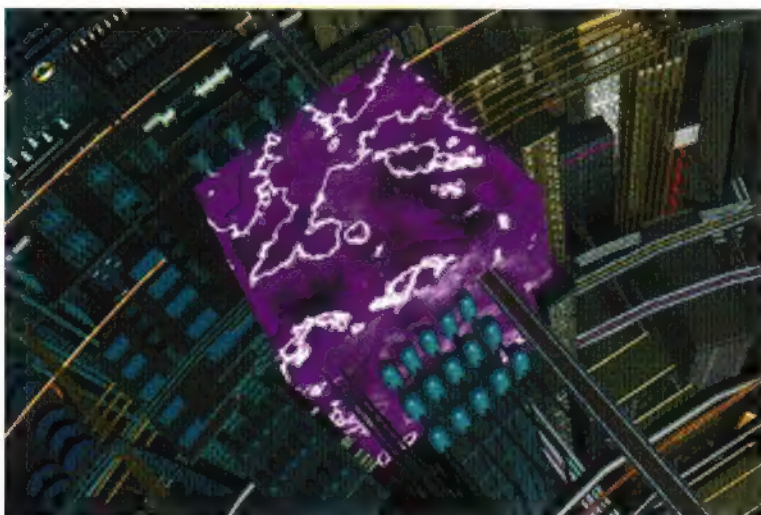
CHARACTERS

① ② ③ ④ ⑤ ⑥ ⑦ ⑧

Bob's the greatest. My hero, my idol, if I could just copy Bob's format I'd be in zero wait state.

Bob is formatted as a top level Guardian. He's menu driven to mend and defend. He's our best hope against Megabyte and Hexadecimal, and nobody plays the games better than Bob.

Bob came from the Supercomputer and he's the only program at his level in Mainframe. Bob has more memory, power and RAM than any other data sprite. Bob's the most popular guy in the system.

Nothing can make Bob backspace or end file, he laughs in the face of error messages. Bob is a hands-on, do-it-now, figure-out-why-later kind of guy. I love his wise-guy word rap and cut and paste assembly language.

Bob brought this totally super-cool GLITCH accessory with him from the Supercomputer, and he can download that gizmo to morph into whatever tool he needs to get the job done.

Sure, he's got a thing for my sister, Dot, but that just means we're even more compatible. I hang out with Bob every chance I get and all data indicates I'm his best friend, by default.

Bob

BOB

Name
    Bob
Age
    3.62664^{10} Hz (50 Hz cycle)
Initialised
    The Supercomputer
Format
    Guardian Program
Function
    To mend and defend
Sound Byte
    I don't think so

CHARACTER PROFILE

REFERENCE NUMBER
Code: BOB0001

BOB

REFERENCE NUMBER
Code: B0B0002

REFERENCE NUMBER
Code: B0B0003

BOB

BOB

Code: B080005

Dot's been my s ster as long as I ve had a random access memory.

She's the smartest bravest most ambitious Sprite I've ever met – next to Bob. Not bad for a girl

Dot's got her files into almost every bus ness there s in Mainframe. She runs everybody's favourite hangout, Dot's Diner, and she uses it as her homebase for al the fields her data's in.

Dot likes to plan everything ahead of time and she's always sorted and organised to the ast character Nothing ever makes her log-off a program once she s booted it up.

Even though she's always trying to protect my access Dot s one of the most fun Sprites n Mainframe. Nothing ever gets her system down and she never allows any of us to go null either

Everybody always comes to her to shareware their function failures and Dot can get down and diagnostic at high megahertz.

She and Bob make a great configurat on and she's just as tough and fearless as he s. She doesn't like the games as much as we do, but she'l log-on and play until the end file with the best of them

She despises Megabyte and Hexadecimal for being D-Base and ruining the happy file order life in Mainframe. One of these days she' l probably help Bob activate a global search and delete "Mega-breath" and "Hexadismal" and a l the r sick v rus friends

Dot Matrix

PERSONAL BYTES

Name
    Dot Matrix
Age
    None of your business
Initialised
    Mainframe
Format
    Self-employed data sprite
Function
    Organizational multi-tasking
Sound Byte
    We Mainframer's stick together

DOT MATRIX

REFERENCE NUMBER
Code: DOT0002

CHARACTER PROFILE

REFERENCE NUMBER
Code: DOT0003

REFERENCE NUMBER
Code: DOT0004

DOT MATRIX

REFERENCE NUMBER
Code: DOT0005

DOT MATRIX

REFERENCE NUMBER
Code: DOT0006

ENZO & FRISKET

Now here's the readme file on the best young copy.com program in the system, me, ENZO, the Sprite with the byte.

I'm hyperstacked for action, everyone's always complaining that I don't stay focused and that my file management system is not on-line yet, but hey - that's my format.

I'd give my left node to come from the Supercomputer like Bob, and someday I'll get him to take me there. I know I could be a top level Guardian with one sector tied behind my batch.

I'm ready to upload into any Game that's incoming, but my sister Dot is always trying to copy protect me and keep me from logging on.

One of these days my microprocessor's going to reach gigabyte status and then get ready for some serious Enzo multi-timed a multi-tasking.

That will be a phanumeric!

And here's Frisket, he's my best friend and unofficial guard dog of Dot's Diner – but his interface with Bob is a little off-line Frisket doesn't really belong to me and Dot, we belong to him. He's a data dump yard dog, whose bark is 32 bits worse than his byte.

CHARACTER PROFILE

Enzo
& Frisket

PERSONAL BYTES

ENZO

Name
Enzo

Age
1.2614x10 Hz

Initialised
Mainframe

Format
Data sprite in development

Function
To make it to his next
upgrade

Sound Byte
Alphanumeric[1]

REFERENCE NUMBER
Code: ENZO001

CHARACTER PROFILE

ENZO

REFERENCE NUMBER
Code: ENZ0002

ENZO

REFERENCE NUMBER
Code: ENZO003

ENZO

REFERENCE NUMBER
Code: ENZO004

Name
  Frisket
Age
  64 (in dog speed)
Initialised
  Mainframe
Format
  Data dump yard dog
Function
  To copy protect Enzo
Sound Byte
  GGGRRRRR

ENZO & FRISKET

REFERENCE NUMBER
Code: E&F0001

CHARACTER PROFILE

FR3SKET

CHARACTER PROFILE

Mega "breath" as I like to call him is a terminal virus created by some low level formatted hacker Before I was even initialised he invaded Mainframe and ever since he's been trying to boost his power and control

Megabyte is programmed to consume energy and power like an analog addict.

He'll try to fool you with his smooth style and phoney friendly format but watch out, this guy is like a bad sector. He s a greedy circuit board Mafia don, and a ready controls access to huge eve s of Mainframe that are now off line

He thinks he's so great and so smart that he's going to crash Mainframe and then conquer the Super Computer, but he can t even override h s own nasty temper

Despite the help of h s minions, the cyberjunkheads Hack and Slash and h s g ga huge army of viral binomes, Megabyte's still too infected with term na tox city to achieve his twisted dream.

He may be the most powerfu force n Ma nframe but between me. Dot and Bob we'll never let him infect the system, no matter how many vira binomes he has under his programme

Megabyte

PERSONAL BYTES

MEGABYTE

⟩ REFERENCE NUMBER

Code: MEG0001

Name
    Megabyte
Age
    N7.0956^{11} Hz
Initialised
    Unknown - somewhere on the 'Net'
Format
    Virus
Function
    To amass power
Sound Byte
    Seize them!

PERSONAL BYTES

Name
    Megabyte
Age
    N7.0956^{11} Hz
Initialised
    Unknown - somewhere on the 'Net'
Format
    Virus
Function
    To amass power
Sound Byte
    Seize them!

MEGABYTE

REFERENCE NUMBER

Code: MEG0002

REFERENCE NUMBER
Code: MEG0003

REFERENCE NUMBER
Code: MEG0004

HACK AND SLASH

These guys are the Tweedle Dumb and Tweedle Dumber of Mainframe Since I've never seen them apart, and they're equally lame and bug-filled, it's hard to figure out which one is HACK and which one is SLASH (SLASH is red).

They were designed and programmed as Megabyte's personal muscle machines. He installed weapons that mechanically telescope, extend and unfold into shape.

But they're so heavily armoured that there isn't much room inside for things like computing power and memory. They have a combined IQ approaching that of a low density toaster

They're almost unbeatable in a fight, but they're laughably easy to confuse long enough to escape. Together the two of them can't even complete a sentence, never mind about a command from their master

REFERENCE NUMBER

Code: H&S0001

Hack & Slash

SECTION ● PAGE 24

Name
    Hack & Slash
Age
    23 Hz (also their combined Id)
Initialised
    Mainframe
Format
    Mechanical Henchmen
Function
    To execute
    Megabyte's
    commands
Sound Byte
    Sorry, boss!

HACK & SLASH

REFERENCE NUMBER

Code: H&S0002

REFERENCE NUMBER

Code: H&S0003

CHARACTER PROFILE

PERSONAL BYTES

Name
    Hack & Slash
Age
    23 Hz (also their combined Id)
Initialised
    Mainframe
Format
    Mechanical Henchmen
Function
    To execute
    Megabyte's
    commands
Sound Byte
    Sorry, boss!

HACK & SLASH

Don't be scammed by Hexadecimal's royal queen routine. She's just another foul virus that has infected Mainframe But she's the worst kind of virus, programmed to disrupt the CPU and deliver an endless loop of chaos and malfunctions

Hex lives in a warped and damaged sector called CITY OF LOST ANGLES, a very scary place in Mainframe. It's a bizarre and dangerous island, a floating sector where logic is twisted beyond any read capability And it's the perfect home for a royal crash like her

Hexadecimal has a weird collection of masks and you never know which one she's going to be wearing or how she's going to be acting She's completely random access, total confu

sion, a real geisha-style kamikaze

Worst of all she's powered to control these huge armies of Nulls who suck energy from everything in their path Lucky for us, they're as chaotic as she is

If you want to meet a real wired-weasel just click on Hexadecimal's pet and sneaky spy, SCUZZY. He infiltrate any program or command, spy on everyone and record data Then he replays the whole multimedia track for his equally vicious master

Scuzzy is devious and nasty, and he'll sell out anyone, even Hexadecimal, if he thought it'd save his synthetics imy skin

Hexadecimal & Scuzzy

PERSONAL BYTES

Name
   Hexadecimal
Age
   How rude! You never ask a
   lady her age
Initialised
   Lost Angles, causing its
   destruction
Function
   To create chaos
Format
   Virus
Sound Byte
   Happy! Happy! Happy!

REFERENCE NUMBER
Code: HEX0001

CHARACTER PROFILE

HEXADECIMAL

REFERENCE NUMBER
Code: HEX0003

HEXADECIMAL

REFERENCE NUMBER
Code: HEXODO5

SCUZZY

REFERENCE NUMBER
Code: SCU0001

PHONG is the oldest Sprite in Mainframe I hear he s left over from the days of the old IBM 360s. Bob told me that Phong was the original command.com, way back when.

Personally I can never understand what Phong is talking about, but Bob's always asking for his advice and playing P.O.N G (Puck Orientated Non-linear Game) with him. He's supposed to be the Executive Secretary to the new command.com, but Bob and Dot think that he never really retired.

Nobody knows how come CECIL speaks with a French accent, not even Dot, and he works for her at the Diner. No matter how hard I try to get him to power down, he s programmed as a dedicated server, he's always got his nose in the air, and that high class maître 'd attitude

MIKE THE TV has the personality of an obnoxious game show host. He follows Bob all over the system and announces whatever s on and barrages him with news, talk shows bad soap operas and commercials, commercials and commercials

He's the only TV I ever met who hasn't got an "off" switch, and since his remote control escaped he can't even power himself down So he runs programming non-stop 24 hours a day, sticking his monitor in Bob's face every chance he gets.

THE BINOMES

Even though they are the simplest form of life in Mainframe the Binomes do all the real grunt work

They are totally digital but they are not a bunch of dip-switches they are your basic robotic ones and zeros that make up every command and programme in the CPU.

They're the guys that crunch the numbers – the old fashioned way, with Binome bulldozers. Except that is for the viral Binomes which have been infected by Megabyte

Hey if it wasn't for the Binomes they would have me doing the trash in trash out subroutine

Support
characters

CECIL

REFERENCE NUMBER
Code: C&M0001

MIKE THE TV

CHARACTER PROFILE

PHONS

REFERENCE NUMBER
Code: PH00001
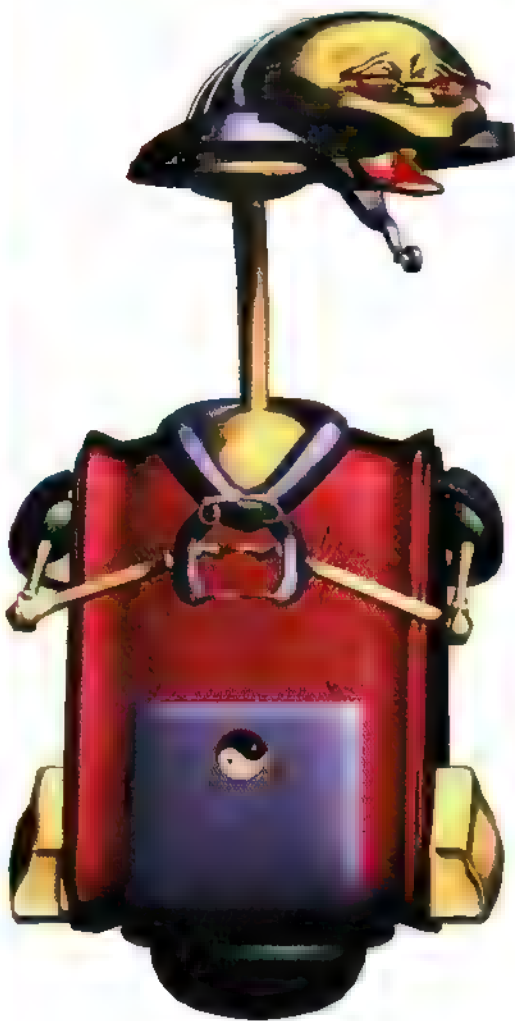
REFERENCE NUMBER
Code: PH00002
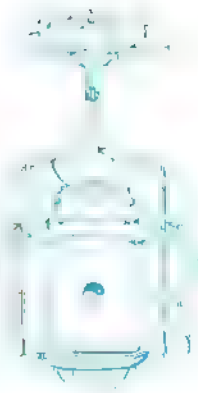
ZERO

REFERENCE NUMBER
Code: ZERO001

ONE
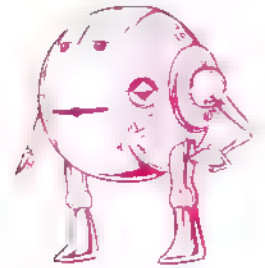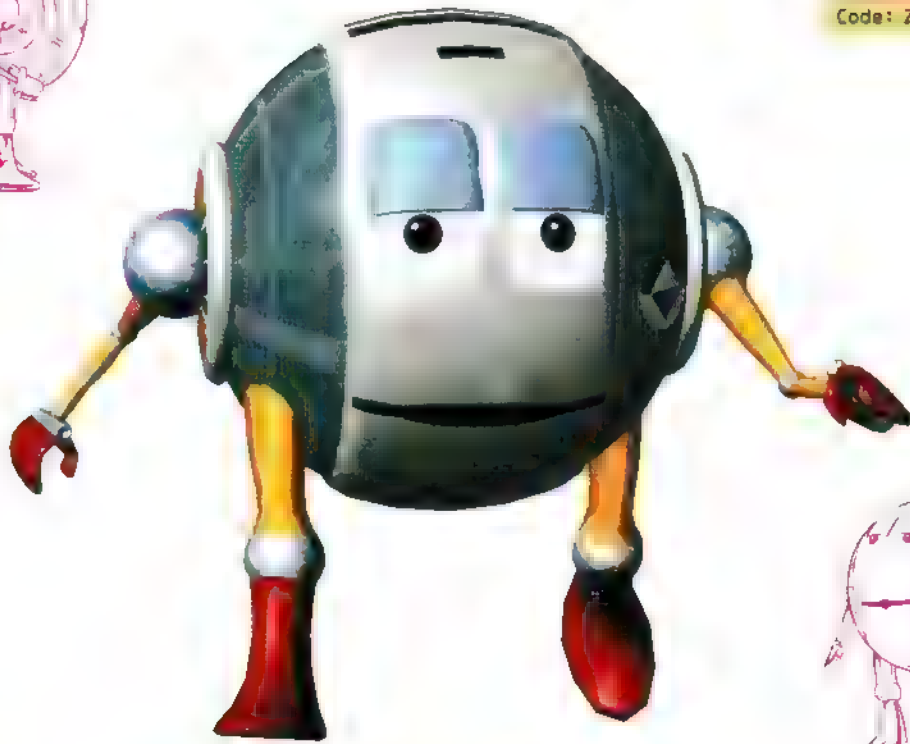
REFERENCE NUMBER
Code: ONE001
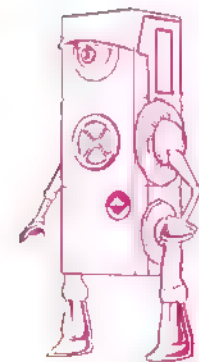
ZERO

REFERENCE NUMBER
Code: VIZO001

ONE
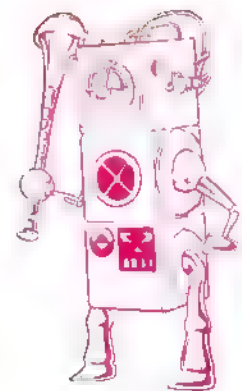
REFERENCE NUMBER
Code: VIO0001

BINOME 5

REFERENCE NUMBER

Code: FIV0001

BINOME 7

BINOME 8

REFERENCE NUMBER

Code: SEV0001

REFERENCE NUMBER

Code: EIG0001

CHARACTER PROFILE

TERMINAL TERMINAL TERMINAL TERMINAL

LINEART

BOB:
AREA

Skin, face and hands	2717-main colour
	2718-dark areas
	2707-light areas
Hair	9 cool grey-mid shades
	11cool grey-darker
	shades of 877 metallic
	433 dark shades
Eyes	463, 433 -pupil
Eyebrows	433
Inside mouth	433
Teeth	white
Collar	▓▓▓
Chest & trousers	5473
Arms & body	632,633
forearm plates	429,427 or metallic 877
Glitch	272,433,144
Shoulder & knee pads	144,433, (116 light areas)
Boots	433
ReBoot icon	116,433
Belt & buckle	144, (116 light areas)
	11 & 9 cool grey

DOT:
AREA:

Skin, Face & hands	3248-main colour
	3268 dark areas
Hair	433
Eyes	260, 433- pupil
Lips	186
Bodysuit	473
Shoulder pads	1805
Stripes	1675/166 Light
Boots	▓▓▓
ReBoot line	433, white
Belt & wrist clasps	427, 427 or 877 metallic

MEGABYTE:
AREA:

Horns & pupils	186
Main body	534 dark/543 light
Green areas	354
Silver areas	429,427 or 877 metallic
Yellow areas	116 light
	143 dark

FRISKET:
AREA:

Red Areas	186
Yellow areas	116 light/143 dark
Collar studs	116 light/143 dark
Collar	5473
Nose & pupils	433
Claws	9 cool grey, white high lights
	or 877 metallic

HEXADECIMAL:
AREA:

Skin	187
Face	white
Eyes	354
Lips	186
Teeth	white
Inside of mouth	433
Eyebrows	433
Fingernails	116-light
	143-dark
Gloves & boots	433
Spurs	116-light
	143- dark
Hair, earrings &	470, warm grey 2,
costume piping	877, 875 metallic
Main body	187
Headdress &	
costume piping	470, warm grey 2, 187

ENZO:
AREA:

Skin	3248-main areas
	3268-dark areas
Hair	433
Eyes	260
Pupils	433
Eyebrows	433
Black trim	433
Boots, hat & t-shirt	186
Lettering, icon	433, white
Arms, legs & collar	542 light
	549 -dark
Knee, elbow	116-light areas
& shoulder pads	143- dark areas
Wrist band	429 or 877 metallic
& boot lining	427-light

▓▓▓ all characters are to scale in relationship to one and other
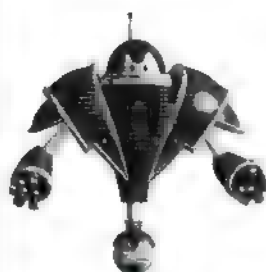
HACK: (red)

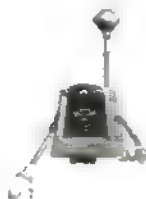| AREA	
Main body	186 main colour
Black	433
Silver edges	429
	427 light areas or
	877 metallic
Chest plate	072
Eyes	195, white
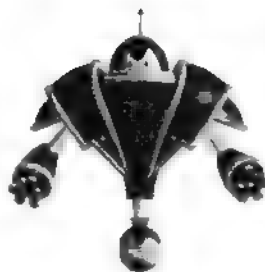
SLASH: (blue):

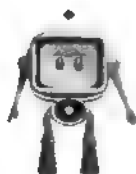| AREA:	
Main body	072
Black areas	433
Silver edges	429
	427 light areas
877 metallic	
Chest plate	186
	271 light areas
Eyes	195, white

PHONG:

AREA:	
Body	187
Beard, hands,	2655
knuckles tunic trim &	
head band	
Base	433
Head & limbs	127 or 871 metallic
Glasses (lens)	Clear

CECIL:

AREA:	
Arms & hanger	116-light areas
	143-dark areas
Bow tie & letters	433, white
All hair	431, 433
Gloves & cuffs	white
Cuff links	116,143
Stone (in links)	186
Pupils & mouth	433
Lips & eyes	white
Face	5555
Nose & eyelids	418
Casing & body	413/ light 418/dark
ReBoot icon	542, 144 429,
	116 237

MIKE THE T.V.: SCUZZY:

AREA:	
Boots & gloves	187
Yellow edging	116 light areas
& wrist	143- dark areas
Joints	429 or 877 metallic
	427 for light areas
Eyes & eyebrows	433
Speaker inner,	
screen lining	433
Arms,legs, TV casing	173 or 876 metallic
Screen	622

AREA:	
Top of head	366
Base	142
Nose	433
Bolt	142
Tip of tail	142
Whiskers	142
Main body	518
Body highlights	142
Face area	161
Face highlights	252
Eye sockets	433
Eyes	white

all characters are to scale in relationship to one and other

MOUSE:

AREA:

Skin, Face Hands	244-main colour
	245-dark areas
	243-light areas
Hair, eyebrows	1505 Main colour
	158-dark areas
	144-light areas
Hair sticks	3125
Eyes	201, 433, pupils
Lips	258
Teeth	White
Bodysuit	White, 433
Boots	433
Arm rings,	427
Arm band	877 metallic
Straps, Boot plates	
Arm bands	433
Belt	201, 433
Belt icon	433, white
Ring	116-Light areas
Buckles on	143-dark areas
arm band	
belt containers	
Sword (handle)	11- warm grey
	116 light 143 dark
(Holder)	▮▮
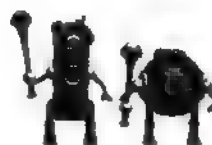
VIRAL BINOMES:
(ZEROS AND ONES ARE SAME)

AREA:

Eyes	354, 186 Pupils
Body	534-dark
Ball joints on arms	543-light,
and hands	536 white highlights
Silver parts	877 metallic
Mouth & gold parts	116-light
	143-dark
Inside mouth	433
Icons	433, 354

BINOMES:
(ONES - COMMON COLOURS USED)

AREA:

Eyes	White 433, 431
Body	642-light areas
	645, 644-dark areas
Lower Body	642, 644,666,2726
	4705-dark, 4725-light
Arms-Ball joints	536 white highlights or
	877 metallic
Main arm	116-light, 143-dark
Mouth	116-light, 143-dark
Icons	433, white
Hands/various	186, 433, 116-light, 143-dark

BINOMES:
(ZEROS-COMMON COLOURS USED)

AREA:

Eyes	White, 433, 431
Eyelids	642
Body-centre	663, white highlights
	metallic 877
Body-sides	9-cool grey
	5-cool grey
Mouth	433
Hands/Various	186, 433, 116-light
	143-dark
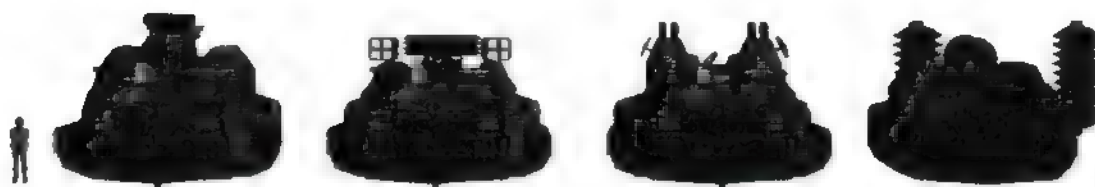
Scale reference of Bob to ABC's

▮▮▮▮ all characters are to scale in relationship to one and other

BOB

Code: B080002-LA

909

Code: B080006-LA

DOT

Code: DOT0001-LA

ENZO

Code: ENZO001-LA

FRISKET

Code: FRIO001LA

Code: DOT0002-LA

LINEART REFERENCE
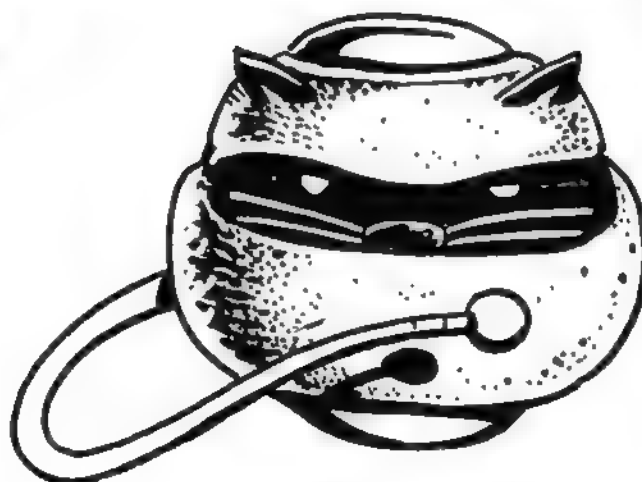
REFERENCE NUMBER

Code: HEXOOO3-LA

SCUZZY

Code: SCUOOO1-LA

LINEART REFERENCE

MEGABYTE

Code: MEG0001-LA

REFERENCE NUMBER

Code: MEG0002-LA

VIDWINDOW

REFERENCE NUMBER

ode: MEG0003-LA

VIDWINDOW

Code: MEG0004-LA

NIBBLES

REFERENCE NUMBER

Code: NIB0001-LA
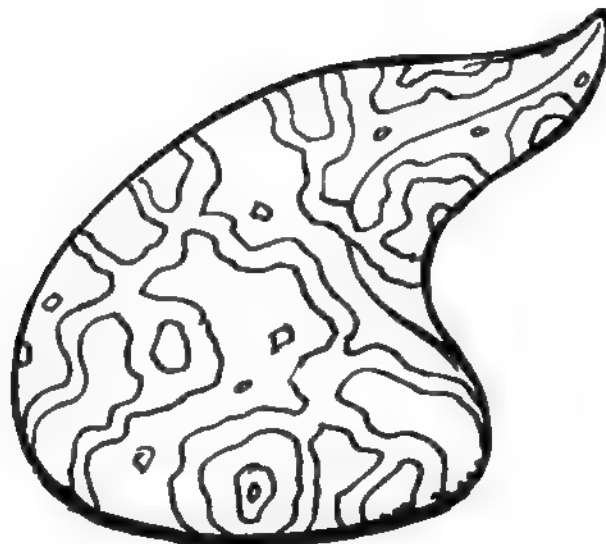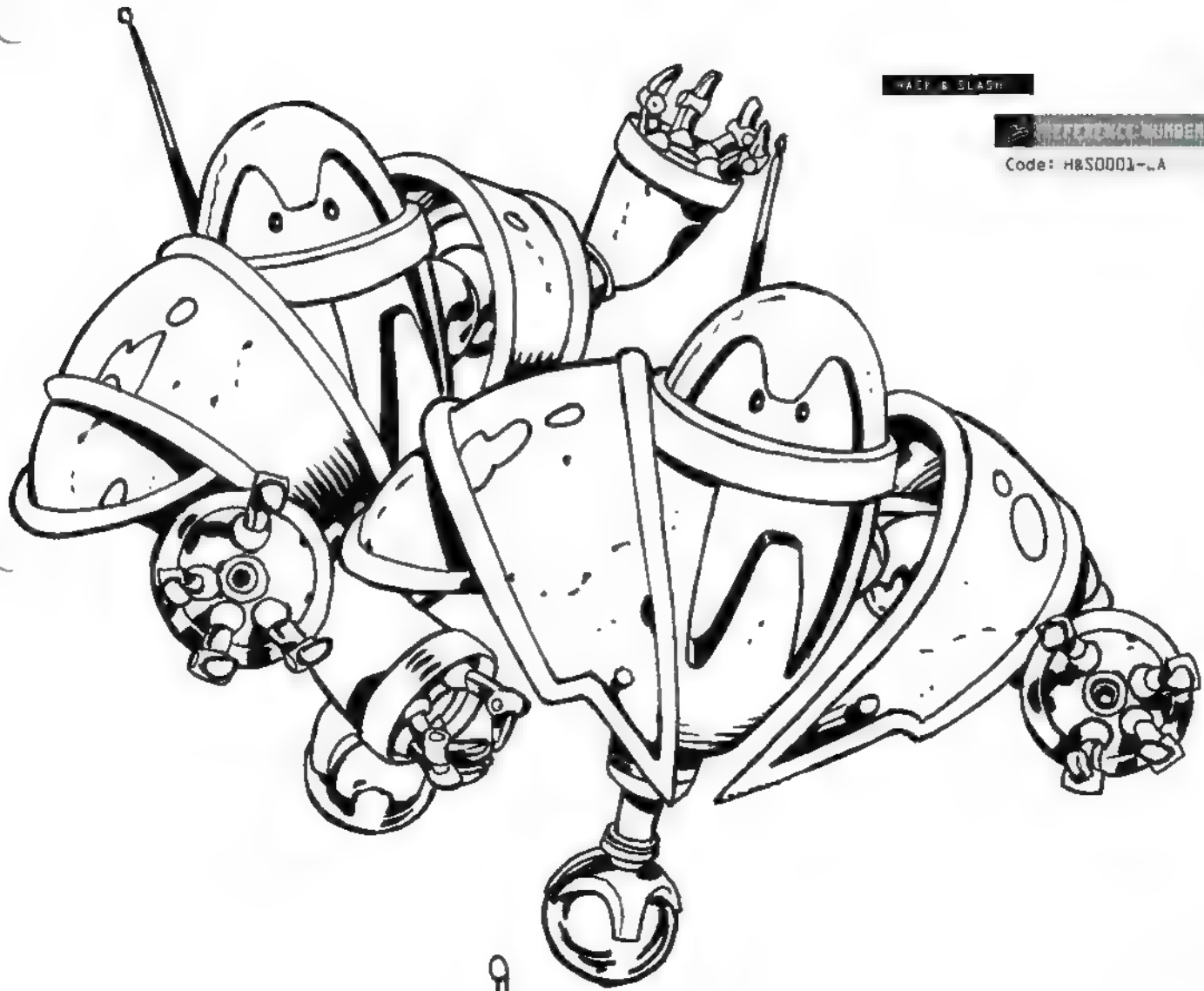
REFERENCE NUMBER
Code: H&S0001-LA
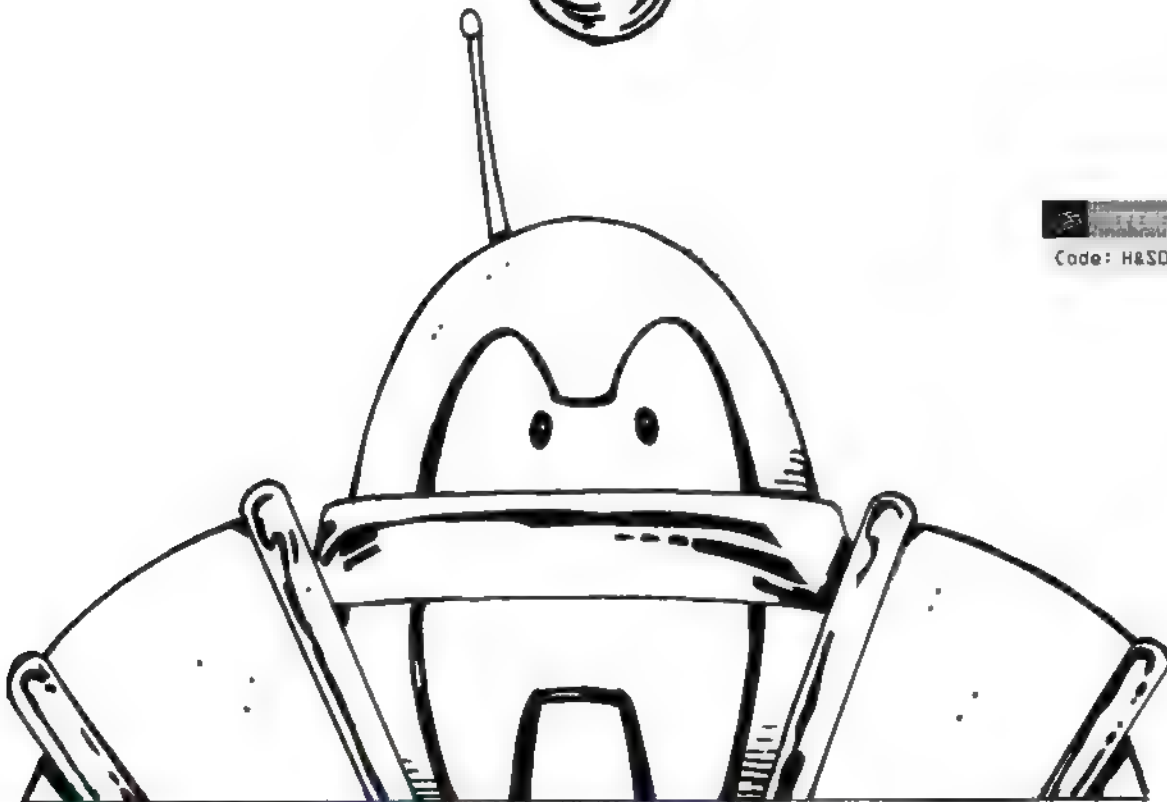
REFERENCE NUMBER
Code: H&S0002-LA
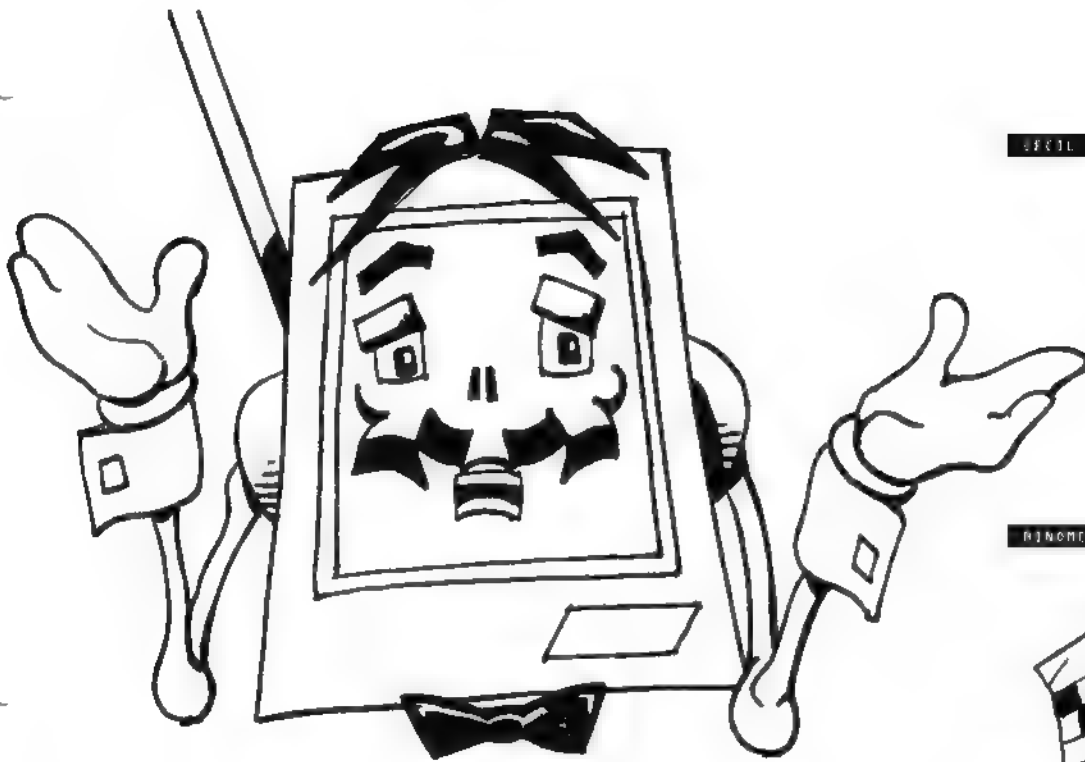
Code: CEC0001-LA
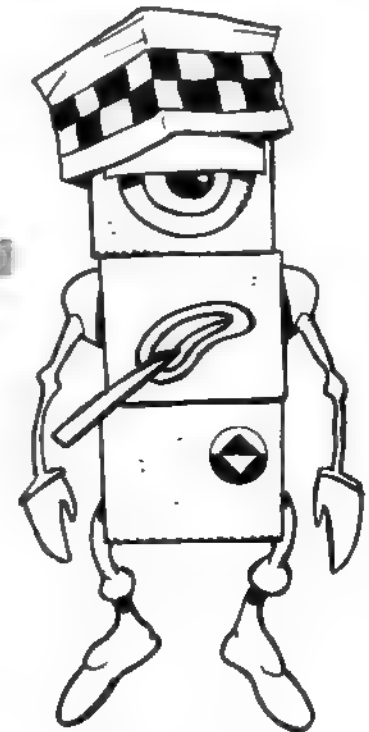
Code: ONE0001-LA

PHONG

Code: PHO0001-LA

BINOME ZERO

Code: ZER0001-LA

COOL SHAKE

Code: SHA0001-LA

LOCATIONS

DOT'S DINER

REFERENCE NUMBER
Code: L-DD0001

REFERENCE NUMBER
Code: L-DD0002

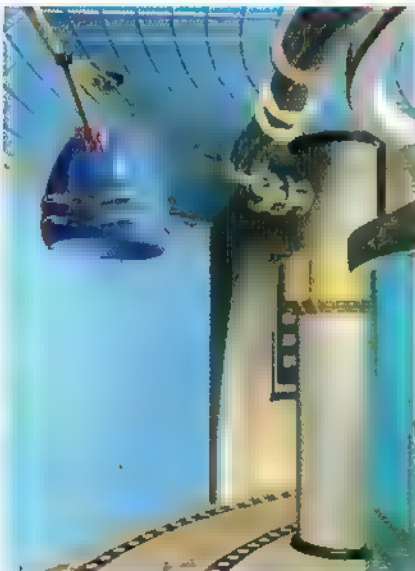REFERENCE NUMBER
Code: L-DD0003

PRINCIPAL LOCATIONS
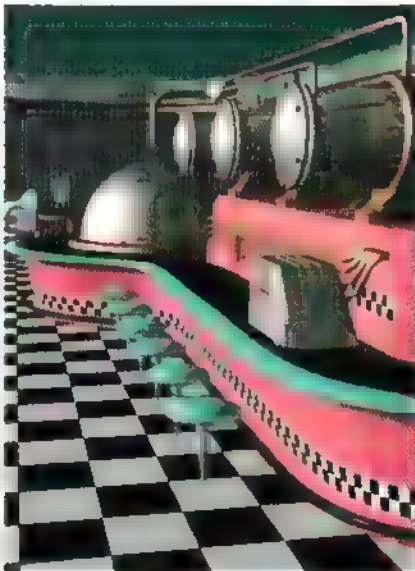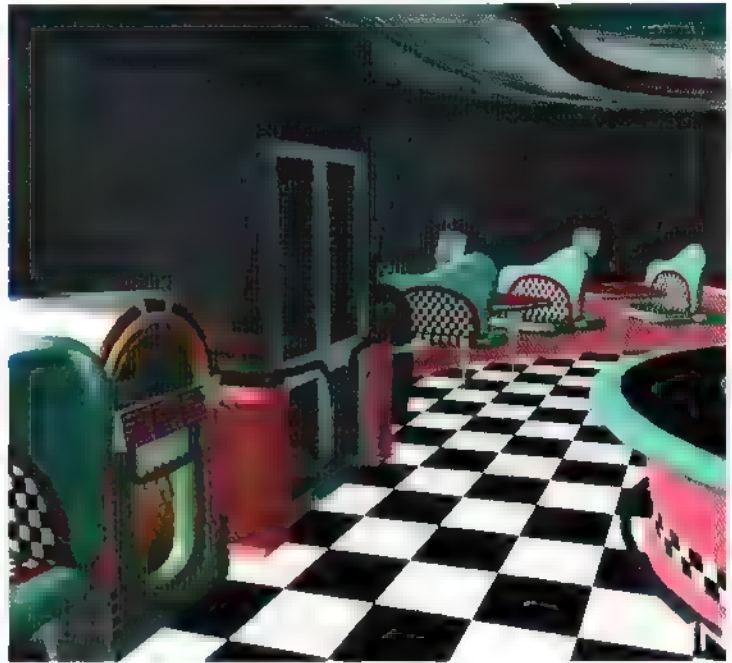
BOB'S APARTMENT
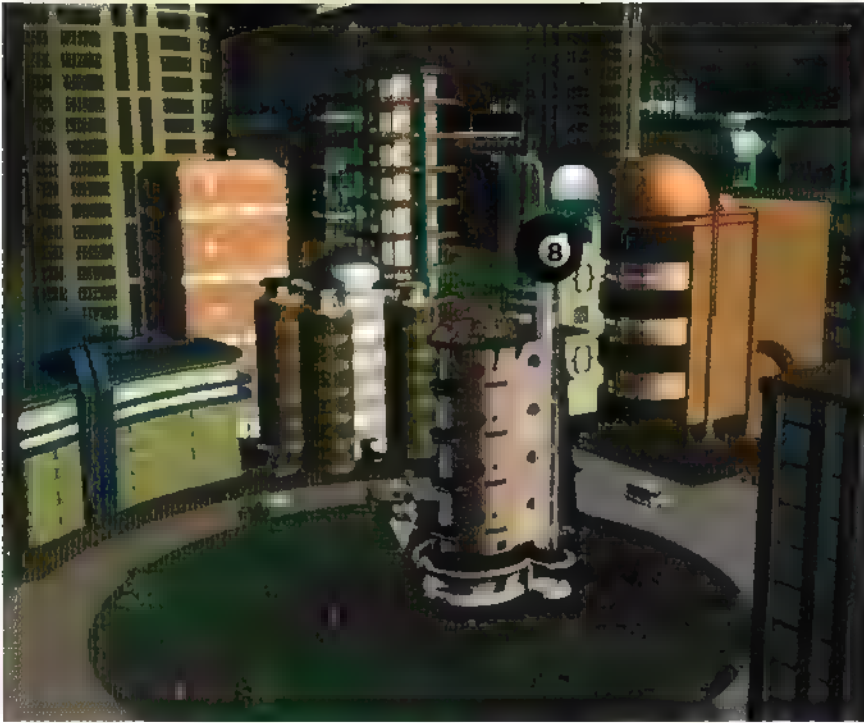
REFERENCE NUMBER
Code: L-BA0001

REFERENCE NUMBER
Code: L-BA0002

REFERENCE NUMBER
Code: L-BA0003

REFERENCE NUMBER
Code: L-BA0004

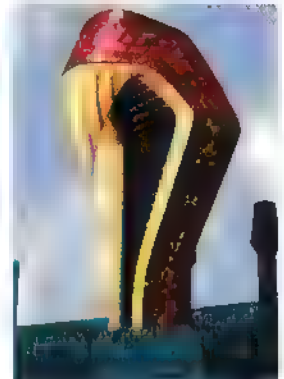PRINCIPAL LOCATIONS

CITY OF LOST ANGLES

REFERENCE NUMBER
Code: HL0001
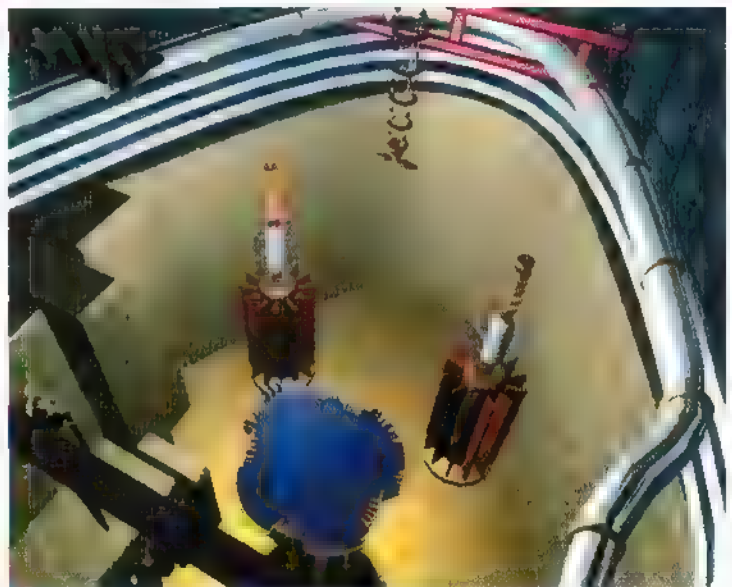
SILICON TOR

REFERENCE NUMBER
Code: ST0001

REFERENCE NUMBER
Code: CLA0001

REFERENCE NUMBER
Code: ST0002

PRINCIPAL LOCATIONS

VEHICLES

1 ② ③ ④ ⑤

MEGABYTE'S LIMOUSINE
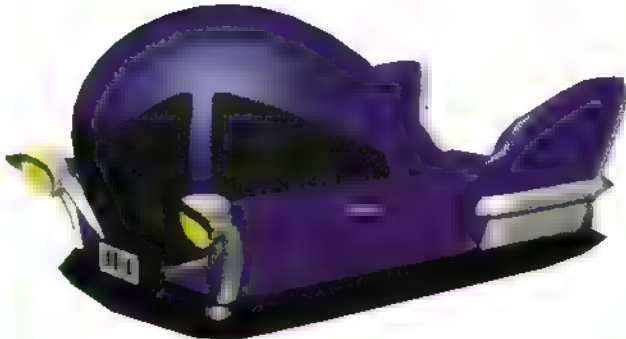
REFERENCE NUMBER

Code: VEH0001

BOB'S CAR

REFERENCE NUMBER

Code: VEH0002

BUBBLE CAR

GOSUB

REFERENCE NUMBER

Code: VEH0003

REFERENCE NUMBER
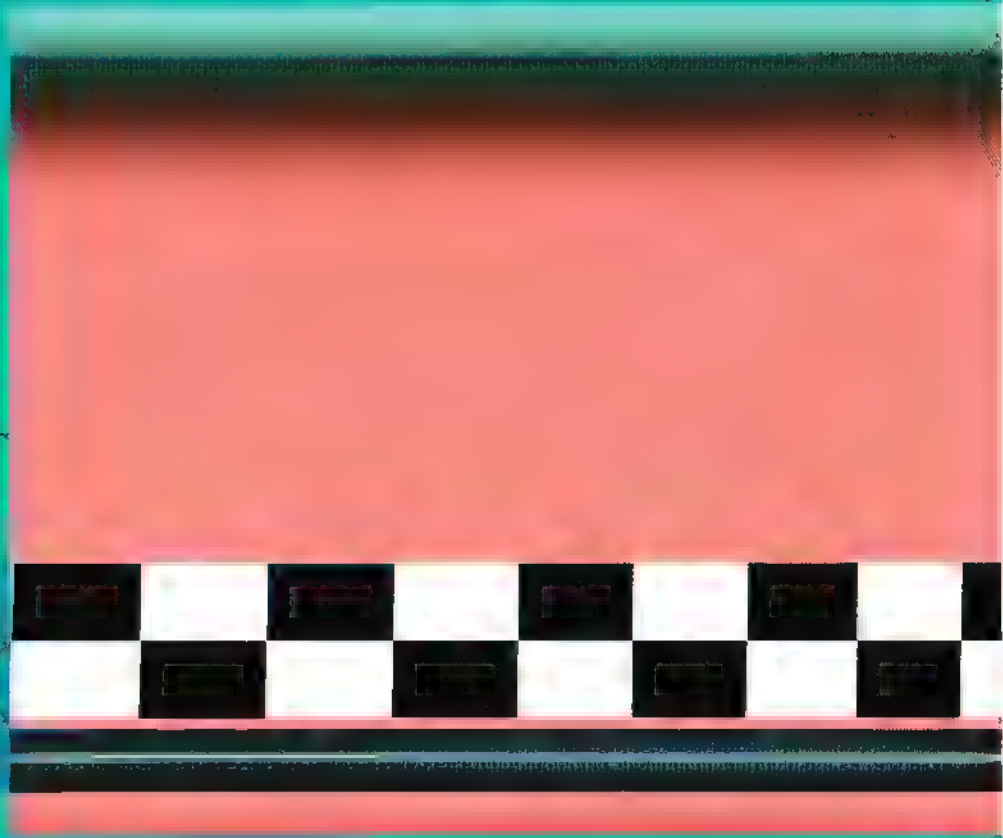
Code: VEH0004

SKIMMER

REFERENCE NUMBER

Code: VEH0005

VEHICULAR TRANSPORT

DATA BANK

WELCOME TO MAINFRAME

VERSION 1.0

Code: LOGO001

Code: LOGO002

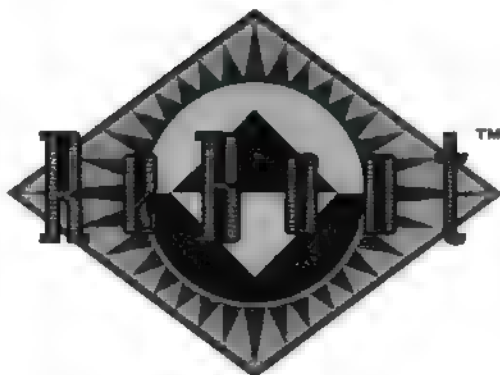**Black**   30% Screen

Black   No Screens

Code: LOGOOO3

Yellow – Pantone 116
Blue – Pantone 542
Light Red – Pantone 486
Dark Red – Pantone 186
Black

Code: LOGOOO4

ReBoot™ full colour logo and component breakdown

Black
542 light blue
186 red
486 light red
116 yellow

Black
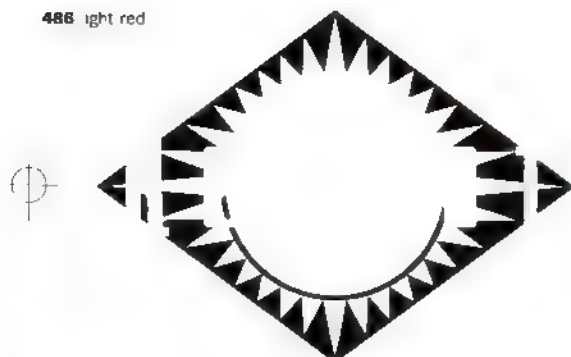
542 light blue

ReBoot

188 red
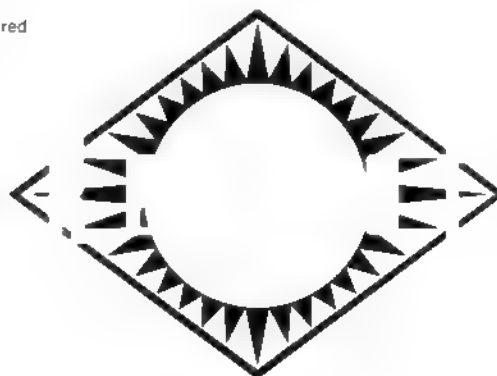
488 light red

116 yellow

ICONS

Code: IC00001

Code: IC00002

Code: TEX0001

Code: TEX0002

Code: TEX0003

Code: TEX0004

Code: TEX0005
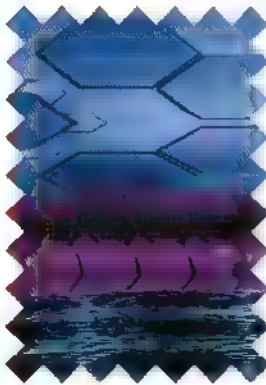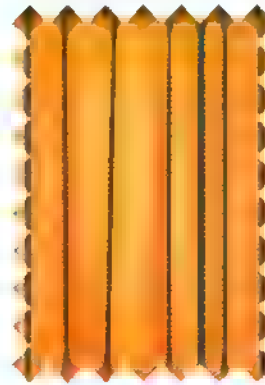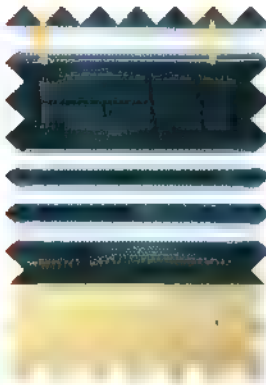
Code: TEX0006

Code: TEX0007

Code: TEX0008

Code: TEX0009

Code: TEX0010

Code: TEX0011

Code: TEX0012

Code: TEX0013

Code: TEX0014

Code: TEX0015
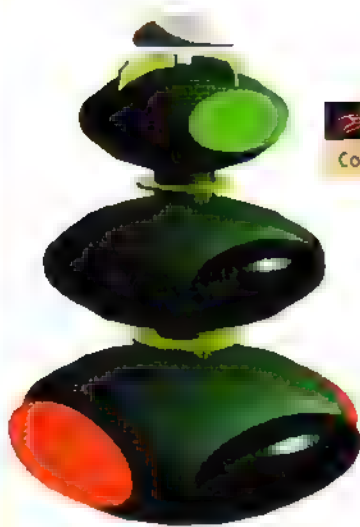
Code: TEX0016

PROPS

REFERENCE NUMBER
Code: PRP0001

STREETLIGHT

REFERENCE NUMBER
Code: PRP0002

ZIP BOARD

TRAFFIC WINDOW

REFERENCE NUMBER
Code: PRP0003

VID WINDOW

TRAFFIC WINDOW

?

VID WINDOW

TRAFFIC WINDOW

VID WINDOW

A

A sea, D sea – *Mainframe's
largest "oceans", expansive
2D planes of energy*
Address – "absolute address"
A locat on
Accelerate, acce erator
Access – obtain or get
"access me some new clothes"
Act ve
A iasing
A t key
A phanumeric'
Ana og
Application
Architecture
Archive
Array
Arrow key
Artificial intelligence – "talk
about artificial ntelligence"
Assemb y anguage
Asynchronous
Autosave
Autotrace
Autosize

B

Bad sector
Backup
Background as in
backgrounding
Backslash
Backspace – "I backspaced on
him"
Basic *the ultimate insult* –
"Who are you ca ling basic?"
Batch fi e
Batch processing
Baud rate
Ray
BBS Bu letin board – *there s
an electronic one at Dot s
that's always changing*
Binary
Binomes – *simple data sprites*
Bit
Bit map
Board – motherboard,
zipboard, s ateboard
Boorlean logic – *everything is
either true or false*
Boot, Reboot; Cold boot;
boot ng up
Box – *as in window*
BPS – Bits per second, *or in
Frisket's case, bites per
second*
Buffer
Bug

Byte
Bus
Button

C

Cad – computer aided design
Calculate
Calendar
Caps lock
Capture
Card
Carriage, carriage return
Character
Character based
Character set
Characters per second
Character string
Checksum
Chip
Circuit, Circuit Board, open
circuit closed circuit
Clear
Click
Chipboard
Clock speed – *measured in
megahertz*
Close – "close without saving"
Code
Cold Boot
Command. Com
Com file
Compatible; compatibility,
Compile; compiler
Compression
Compute
Configuration; configure
Connectivity
Coprocessor
Copy; copy protected; copy
process
Crash
Crunching –"number
crunching"
Cursor
Cut; copy; paste

D

Data, data silo; data stack
Data sprite – *living inhabitant
of Ma nframe*
Debug, debugger
Decima
Dedicated server: dedicated
channel
Default; by default
Delete
Density; low or high density,
single or double –
Slang for intelligence
Desk accessory
Desktop

Digital, digitise, digitiser
Dingbat
DIP, DIP switch
D rect connect
Direct access
D rectory – Dir.
Disk
Display dithering
Dot matrix
DOS
Double sided
Down – "the system is down",
"Enzo is down"
Not available
Download, downloadable font
Downward
compatible/backward
compatible compatib e
w earlier version
Dots per inch (DPI
Drag
Driver drive
Drop down menu
Dump, screen dump, data
dump
Dvorack – Qwerty

E

EEPROM
Embedded command
Emulate, emulat on
Encryption: *translation of data
into a secret code*
End of file
End of line
Enter
Environment
Erase, erasable
Error; logic error; error
detection, fatal error
Escape key
Escape sequence
Execute – *same as run*;
"executable file"
Expanded memory
Expansion board
Expansion bus
Expansion slot
Export – Import

F

Feathering
Field
File. Batch file, binary,
command, data, directory,
executable, library, map,
object, text
File attribute
File compression
File fragmentation;
defragmentation

Fle lock ng; locked
F le management
F lename
Fle server
Filter
F nd – "find command"
F icker
Floating point, floating po nt
Unit (FPU)
F oppy disk
Flush, r ght, left, centred,
justified
Flux; flux capacitor; power flux
transmitter
Fo der
Font
Footer
Footprint
Format – "Sorry, but the fast
ife is not my format"
Formula
Form feed
FORTRAN – *The oldest high
level programming language*
Free-floating void
Front end
Funct on

G

G represents giga or
gigabytes "That's six G's"
Gigabyte
Grayscale
Get with the program!

H

Hacker
Halftone
Handle
Handshak ng
Hang – *When the computer
does not respond to input*
Hard – hard d sk, hardware
Head crash
Header
Help; he p file' help button;
help window; he p ba loon
High language
High memory
Host, remote – server s ave
master

I

Import – export
Initial se
Input
Insert; insert page break
Instructor set
Integrate, integrated
Interface; interfacing, commu-
nicat ng – *talking*
Internal drive

Interpreter
Interrupt
Ions
Ions filings
I/O: short for input/output
J
Jack out; jack in
Jaggies
K
K – Represents thousand –
"Ten K"
Kerning
Key; keyboard, control key;
function key; escape key;
return key; backspace key;
caps lock key; delete key; shift
key; tab; option key
Kludge: a derogatory term that
refers to a poor design
L
Local area network (LAN)
Language
Launch · as in launch (start) an
application
Letter quality
Level – low numbers start at
the very top. Higher numbers
progressively go deeper into
the darker scummier sections
of Mainframe
Library
Line
Link
Load
Loca
Lock
Log on
Log off
Log out
Look and-feel
Loop
Low- evel format; low-leve
language
M
Machine code
Machine language
Mail box
Mail merge
Macro
Map
Mass storage
Mean time between failures
(MTBF)
Mega-binary – fantastic, great
Megaflop
Megahertz
Memory, let's not waste
memory on the insignificant
details

Menu, pop-up menu, cascading
menu, pull-down menu; moving
bar menu, menu bar, tear off
menu, menu driven
Merge
Message box – "You are dead"
Microprocessor
MIDI
Million instructions per second
– (MIPS)
Modem
Monochrome – black and white
Motherboard
Mouse
Multi-media
Multi-processing
Multi-tasking, multi-user
N
Nanosecond
Network, net
Node
Null – energy eating slugs of
the lower levels
Number cruncher: number
crunching
Numeric keypad
O
OCR
Off-line
On-line
On-board
Open
Output
P
Paint program, brush, eraser,
lasso, pencil, scissors, spray
paint
Pa lcite
Para lel
Parameter
Parity
Password
Paste
PC
Pause
Phong: "ASCII and you shall
receive"
Phong: "Better hurry, the boy's
getting SNAl"
Piracy; pirating software
Pixel
Platform
Plot
Plug
point
Port – a verb or noun
Power down
Power supply
Power user

Printer
Process: "Give me a wh le to
process that one"
Program
Prompt
Protocol
Public domain
R
Random access memory –
(RAM)
Raster graphics
Readme file
Refresh
Reliability
Remote
Reset
Resident font
Resolution
Return
ROM, read only memory
Root directory
RS-232C
Run
S
Save: "save without changes"
Scale
Scanner
Screen, screen saver
Scroll: scroll bar
Search and replace
Sector: the divided sections of
Mainframe
Seek time
Select
Serial: serial interface
Semiconductor
Server
Shareware
Shift
SIMM
Slice & Dice – Hack & Slash's
predecessors who were
scrapped by Megabyte for
failing him
Slot
Smoothing
Soft, software
Source, source code
Speech recognition
Spelling check
Split screen
Spool
Spreadsheet
Sprite – same as data sprite
Stack
Start bit
Stop bit
Storage, store
String

Style sheet
Subd rectory
Subrout ne
Super-cooled
Supercomputer
Surge protector
Sysop
System
T
Template
Terminal
Terminate
Text
Time sharing
Toggle
Token
Toner
Trackbal
Transfer
Type, typeface
U
Undo, undo command
Upload
Uppercase
User; User friendly
Utility
V
Vaporware
Vector graphics
Vid-window
Virtual memory
Virus
Voice mail
Voice recognit on
Volatile memory
Volume
W
Wait state
Warm boot
Window, window matrix
Word processing
Word wrap
Write; Write once, read many –
(WORM)
Write-protect
WYSIWYG – pronounced
"Wizzy-wig" – what you see is
what you get
Z
Zero wait state –
microprocessors that run at
their maximum speed without
waiting for slower memory
chips
Zipboard – small personal
transportation

DIRECTORY

① ② ③ ④ ⑤ ⑥ ⑦ ⑧

ReBoot™

REFERENCE NUMBER
Code: DIR0001

REFERENCE NUMBER
Code: DIR0002

REFERENCE NUMBER
Code: DIR0003

REFERENCE NUMBER
Code: DIR0004
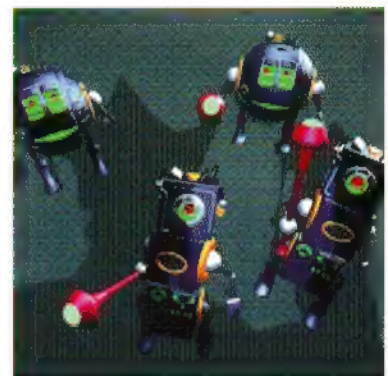

REFERENCE NUMBER
Code: DIR0005

REFERENCE NUMBER
Code: DIR0006

REFERENCE NUMBER
Code: DIR0007

REFERENCE NUMBER
Code: DIR0008

REFERENCE NUMBER
Code: DIR0009

DIGITAL DIRECTORY

Because of the visual impact of ReBoot's™ unique 3D computer generated animation, The Hub encourages Licensees to use ReBoot's digital artwork whenever possible in the production of ReBoot licensed product and packaging. Team ReBoot and their agents will make every effort to provide the digital artwork to licensees in the format they require.

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ReBoot™

REFERENCE NUMBER
Code: DIR0010

REFERENCE NUMBER
Code: DIR0011

REFERENCE NUMBER
Code: DIR0012

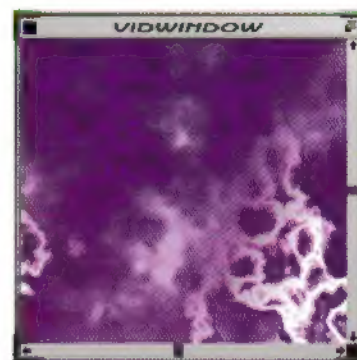REFERENCE NUMBER
Code: DIR0013

REFERENCE NUMBER
Code: DIR0014

REFERENCE NUMBER
Code: DIR0015

REFERENCE NUMBER
Code: DIR0016

REFERENCE NUMBER
Code: DIR0017

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VIDWINDOW

REFERENCE NUMBER
Code: DIR0018

VIDWINDOW

REFERENCE NUMBER
Code: DIR0019

VIDWINDOW

REFERENCE NUMBER
Code: DIR0020

VIDWINDOW

REFERENCE NUMBER
Code: DIR0021

VIDWINDOW

REFERENCE NUMBER
Code: DIR0022

VIDWINDOW

REFERENCE NUMBER
Code: DIR0023

VIDWINDOW

REFERENCE NUMBER
Code: DIR0024

VIDWINDOW

REFERENCE NUMBER
Code: DIR0025

VIDWINDOW

REFERENCE NUMBER
Code: DIR0026